

2018 MCSSA Softball Rules

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2018 MCSSA Softball Rules

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ADOPTED 4/24/2018

MCSSA Softball Rules Committee

Clarifications/Changes for 2018

2018 Rules Comparison at a Glance (ASA Umpires)

Rule	Mon. Evening Women	Tue. Evening Men 50+	Wed. Evening Men 60+	Thur. Evening Men 55+	Fri. Evenin g Men 50+ (Dave Hyder)	Mon. Morning Co-Rec (Super Senior)	Tue./Thur . Morning Men 60+ (Ross Emerson)	Wed. Morning Co-Rec
Illegal Bats. (Rule 2.3)	MCRD List	MCRD List	MCRD List	MCRD List	See App I	Multi- wall+	App C sect 7	75+/ women
Home Run Limit (Rule 3.5)	None	See appx F	3 (1+ after 3, then walk)	See appx G	None	None	None	None
Minimum to avoid forfeit (Rule 5.2)	9 ¹	8	8	8	8	9	8	8
Lineup Substitutions (Rule 5.3)	Yes	Yes	Yes	Yes	No	No	No	No
Number of Defensive Players (Rule 5.6)	11	10 or 11*	11	10 or 11*	11	12	11	11
Continuous Batting (Rule 5.7)	No	No	No	No	Yes	Yes	Yes	Yes
Time Limits	55	55	55	55	55	See App B rule 8	See App C	None
Tie Game After 7 th	Yes	YES	Yes	Yes	Yes	No	No	No
Mercy Rule After 5 th (Rule 6.5)	15	15	15	20/4; 15/5	15	12	12	12
Thrown Out at 1B from OF	Yes	Yes	Yes	Yes	Yes	No	No	No

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Courtesy Runner from Home	Yes	No	Yes	No	Yes	Yes	Yes	Yes
Distance Between Bases (Feet)	65	70	70	70	70	65	65	65

*only for games where there is a handicap.

¹See Appendix E, Rule 3.

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The Montgomery County Recreation Department (MCRD), through the league director, reserves the right to amend schedules. MCRD also has the right to amend their playing rules.

However, the rules as enforced in any of the leagues administered by MCSSA, are a “pyramid” where rules at a higher level of the pyramid override those at a lower level. The pyramid levels, from higher to lower, are as follows.: (1) Any but the most basic rules of softball agreed upon by the two opposing managers; (2) League-specific rules attached herein as Appendices A to J; (3) These MCSSA “base” rules; (4) the MCRD rules; (5) The current umpires Association’s rules as identified in Rule 1.1. For example, any MCSSA rule (Level 3) will override an MCRD rule (Level 4) or an Association rule (Level 5).

In these rules, the morning leagues are identified as the Monday morning Co-Rec (Super Senior) league, the Tuesday/Thursday morning (Ross Emerson) league, and the Wednesday morning Co-Rec league.

1. Playing Rules.

1.1. Unless modified herein, all games shall be played in accordance with current MCRD rules and those of the Amateur Softball Association or the National Softball Association (hereinafter, "the Association"), whichever association's services MCRD has retained for MCSSA the current year. Individual leagues may further modify these rules by agreement among team managers/coaches (hereinafter, "managers") and the Montgomery County Senior Sports Association (MCSSA) league commissioner.

2. Equipment.

2.1. SHOES. Metal and screw-on cleats shall be illegal in all league games.

2.2. BALLS. The home team shall provide league-approved balls for each game. Additional balls, if needed, shall be provided by the team causing the previous ball to go out of play.

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2.3. BATS. Titanium bats and Senior Association bats shall be illegal. For evening league team games, MCRD shall provide managers with a description and list of illegal bats as shown in Appendix J, and the list is also available on the MCRD web site. League commissioners may, with consent of a majority of managers, add bats to, but not remove bats from, the illegal bat list.

2.4 PITCHING HELMETS. Pitching Helmets Are Strongly Recommended!!!

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3. Playing Field.

3.1. A COMMITMENT LINE, three-feet long, shall be marked, halfway between third base and home plate and perpendicular to the foul line. A base runner, advancing beyond this line, who re-crosses to return to third is automatically declared out—this includes re-crossing on a caught fly ball. If a runner re-crosses the line, he/she shall be declared out and the ball will remain alive.

3.2. A SCORING PLATE shall be placed eight feet from the rear point of home plate on an extended line from first base. If a scoring plate is not available or if weather or field conditions would make its use unsafe, a scoring line extended from the first base line shall be marked.

3.3. A STRIKE ZONE MAT shall be placed over or behind home plate to demarcate the strike zone. At the league's discretion, FULL or PARTIAL mats may be used.

3.3.1. The FULL mat shall be placed longitudinally with its front edge aligned with the front edge of home plate, and overlapping home plate equally on either side. Legal pitches striking any portion of the FULL mat shall be called strikes. A defensive player may use any part of the FULL mat for a play on a runner attempting to score..

3.3.2. The PARTIAL mat, 17 inches wide and 24 inches long (measured from either side point of home plate to the end of the mat), shall be placed behind and touching home plate. Legal pitches striking any portion of home plate, including the black edge and the PARTIAL mat, shall be called strikes. A defensive player may use any part of home plate or the partial mat for a play on a runner attempting to score (See Rules 8.4.1 and 8.4.2).

3.4. A DOUBLE BAG or mat of equal size shall be used at first base in addition to the normal bag. The double bag/mat shall be placed in foul territory abutting the normal first base bag.

3.5. HOME RUN LIMITS. For the purpose of this section, a home run is defined as an unassisted fair ball hit over the fence. If a batter hitting such a ball does not score due to the 5-RUN LIMIT, the hit shall not count against the home run limit.

3.5.1. In all men's team evening leagues, the home run limit shall be 3 per team with a "one plus" provision. Specifically, a team may hit more than 3 home runs, as long as the total number of home runs hit by the team is the same or just one more than the total hit by the opposing team. Beyond this limit, any fair ball hit over the fence will count as a walk.

3.6. BATTING PRACTICE. Any pre-game batting practice shall occur with the batter standing at least six (6) feet behind the established batter's box and the pitcher releasing from at least 6 feet in front of the pitcher's plate.

4. Rosters and Eligibility.

4.1. MCSSA leagues include both team leagues and draft leagues. Team leagues are those composed of teams that enter by MCRD rules and regulations. Draft leagues are those for which individuals sign up to be constituted into teams by the individual league's processes and procedures.

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4.2. For all evening team leagues, each manager shall submit a preliminary roster to the MCRD league director and to the relevant MCSSA league commissioner prior to the first scheduled game. Changes to the preliminary rosters must be made in writing prior to any added player's participation. Final rosters are due the first Monday in June; if not submitted by that date, the preliminary roster shall become the final roster, and subsequent changes can be made only with the approval of the MCRD league director. Players not on final or later amendments will not be eligible for playoffs.

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4.2.1. Team rosters shall be submitted on the official MCRD form or electronic equivalent and include each player's full name, address, phone number, date of birth and, if provided by the player, e-mail address. Player signatures are not required.

4.3. For all draft leagues, commissioners and managers shall compose teams that are balanced and aim at achieving parity in team capability.

4.4. Team rosters shall not exceed 20 players at any time.

4.5. Each player shall, to be eligible, meet the league age requirement and be listed on the team roster.

4.6. Any team using an ineligible player shall forfeit each game in which the player participated. The ineligible player should be reported to the umpire anytime prior to the umpire's departure following the game.

5. Players and Substitutes.

5.1. Playing age is the age a player will have reached by December 31st of the current calendar year.

5.2. A team may start and continue with at least eight (8) eligible players. A team with fewer than 8 eligible players to start or continue forfeits the game. Players arriving any time after the game begins may be inserted at the end of the lineup in order of arrival. The batting order for a game, once established, shall not be otherwise altered. There shall be no limit on lineup size.

5.3. In the evening team leagues, all players present at the start of the game are not required to be in the batting lineup. A manager may insert any player not in the starting lineup at any time during the game. Any starting or substitute player who has been removed from the game may re-enter the game once, but must re-enter in the same batting position. A player not in the batting order may not play a defensive position unless they are either entered (or re-entered as above) into the batting order at the same time. At no time may a defensive player be on the field without being in the batting order. A player not in the batting order may serve as a courtesy runner.

5.3.1. As an exception to the re-entry conditions (in Rule 5.3), a team unable to field the maximum number of players permitted, (10 or 11), because of an injury, may replace the injured player with a player not in the lineup at the time of the injury. This means that if the player that replaces the injured player has already re-entered the game once, he may do so again in this situation.

5.4. No out shall occur for any lineup vacancy unless due to ejection for unsportsmanlike conduct, in which case an out shall occur for the ejected player's lineup spot regardless of additional players being available. However, an ejected player may be replaced on defense.

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5.5. BORROWED PLAYERS

5.5.1. In men's evening leagues, when a team begins the game with only 8 or 9 players available, the opposing team shall provide a player positioned behind home plate to retrieve pitched balls. This retriever shall not otherwise be involved in defensive plays, and must leave the vicinity of home plate when the ball is live or be subject to an interference call. The team with 8 players may, for tactical reasons, waive the use of a retriever at any time, but shall also retain the right to reinstate the retriever at any time. The retriever rule shall be canceled when the 10th player arrives.

5.5.2 In women's evening league, team with less than 9 players may borrow players from opposing team to prevent forfeits. When borrowing team's players arrive, borrowed players return to their team.

5.6. In all leagues, any player in the batting order may play any defensive position at anytime.

6. The Game.

6.1. STARTING TIME. A team with fewer than 8 players, at the scheduled time of the start of the first game on a given field shall be permitted a 10-minute grace period. The game shall begin as soon as an 8th player arrives. The game time limit shall be calculated from the scheduled starting time. Managers and the umpire may agree to start prior to the scheduled time.

6.2. TIME LIMITS. For most evening league games, the umpire shall declare a full inning, (at the top of the inning), begun 55 minutes or more after the starting time to be the final and unlimited inning. (See also Rule 6.4). In the last game on a lighted field, because of the 10:45 PM curfew the final and unlimited inning shall be declared for a full inning started at 10:30 PM or later, if the 55-minute threshold has not been reached. Exception Tues., Thurs men 50/55 uses 52 min rules. See Appendices F and G.

Clarification:

The time kept by the umpire is the absolute standard for this rule with no exceptions. It is suggested that all umpires have a watch or cell phone alarm that would be set to go off exactly 55 minutes after the start of the game. Also, the next full inning starts at the 3rd out.

6.3 TIE GAME. In evening league games, if the score is tied when the inning declared to be the last has been played, the game shall be recorded as a tie. Tie games shall not continue beyond the inning declared to be the last, nor shall a tie game be replayed.

6.4. FIVE-RUN LIMIT. In all leagues, three outs or five (5) runs, whichever occurs first, shall end an inning.

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6.4.1. The 7th inning will be declared the unlimited run inning. An exception occurs when the 55 minute warning is given and the umpire states that the NEXT inning will be the LAST (and unlimited) inning.

6.5. MERCY RULE. If a team leads by 15 or more runs, after the opposing team has batted in the 5th or 6th inning, the game shall end; exception Thursday Evening-20 after 4 innings, 15 after 5/6.

7. Pitching Regulations.

7.1. The pitching arc shall be between 6 feet and 12 feet. Umpires shall verbally call an illegal pitch while it is in the air.

7.2. In all leagues, the batter shall start with a 1-1 ball-strike count and be allowed one courtesy foul after 2 strikes.

7.3. An intentional walk may be issued at any time by pitcher's declaration.

7.4. A foul tip is a batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hands or glove/mitt, and is legally caught by the catcher. A foul tip is a strike; a batter with two strikes who hits a foul tip shall be called out. Any foul ball reaching higher than the batter's head and then caught shall be called an out. A foul ball that is not caught is a dead ball, but shall also count as a strike, except in the case of leagues using the 1-1 starting count, when a batter with two strikes is allowed one courtesy foul without consequence.

8. Base Running.

8.1. REACHING FIRST BASE. The defensive player shall use the normal (inside) bag. The batter-runner shall use the double (outside) bag or mat if there is a play at first base and may use the inside bag only if the ball is not playable at first base or to avoid colliding with a defensive player moving into the base path. A batter-runner otherwise touching the inside bag shall be called out. A defensive player may use the outside bag only if drawn by the throw to the foul side of first base.

8.2. SLIDING AND DIVING. Advancing runners sliding or diving into first base or the scoring plate shall be called out. Runners advancing to second or third base and runners returning to any base may legally slide or dive. Runners overrunning any base (except for a batter-runner who overruns first base and attempts or feigns an attempt to advance toward second base) shall be in jeopardy of being tagged out. A runner who overruns a base need not re-touch that base to advance to the next base.

8.3. OUT BY TAG. A runner may be tagged out at any base other than home plate.

8.4. ADVANCING TO HOME. A runner advancing from third base and crossing the commitment line is:

8.4.1. awarded home if he/she is tagged by a defensive player, or touches the scoring plate (or, if none, crosses the scoring line) before a defensive player in possession of the ball touches home plate.

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8.4.2. out if a defensive player in possession of the ball touches home plate before the runner touches the scoring plate or crosses the scoring line.

8.4.3. out if he/she re-crosses the commitment line or touches or crosses over home plate or the strike zone mat. No defensive appeal is required.

8.5. COURTESY RUNNERS. A courtesy runner is a runner who replaces a batter who has already reached base safely or runs for a batter from home plate.

8.5.1. A courtesy runner shall replace a base runner only when the ball is dead. A courtesy runner becomes official when he/she touches the appropriate base.

8.5.2. A player may not be used as a courtesy runner more than once per inning. A player shall be called out if he/she becomes a courtesy runner more than once in an inning.

8.5.3. A courtesy runner shall not replace another courtesy runner except in case of injury, in which case the original courtesy runner shall be removed from, and may not reenter, the game.

8.5.4. A courtesy runner on base when it is his/her turn to bat shall be called out as the base runner, but shall take his/her turn at bat.

8.5.5. Courtesy runners who run for batters shall leave from a point behind a line parallel to the third base line that is extended from the scoring plate to the backstop.

8.5.5.1. If a courtesy runner from home plate leaves before the ball is hit, or the batter advances toward first base by more than halfway, the batter shall be called out. The ball shall be dead, and runners shall return to their bases previously held.

8.5.5.2. A batter who has a courtesy runner from home plate shall be called out if he/she interferes with a defensive player trying to make a play near home plate.

9. Umpires.

9.1. MCRD shall provide umpires for evening team leagues. MCSSA shall provide umpires for all other leagues.

9.2. If the assigned umpire has not arrived by 10 minutes after the scheduled start time, the game shall begin without an official umpire and shall be completed. An assigned umpire arriving after the game has begun shall complete it. The time limit shall be reckoned from the scheduled start time. In the case of the evening team leagues, MCRD shall not be responsible for payment to volunteer or unauthorized umpires.

9.3. If the umpire does not arrive or arrives late, teams shall notify the league commissioner within 24 hours.

10. Protests.

10.1. Protests pertaining to the playing of the game shall be submitted in accordance with the umpires Association rules within 48 hours.

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10.2. Failure to present a specific league rule to an umpire allegedly misapplying that rule at that moment shall invalidate the protest.

10.3. Protests for evening team leagues may be submitted to MCRD and must include a protest fee of \$25.00. Protests for all other leagues may be submitted to the MCSSA President who will appoint a committee to adjudicate the protest.

11. Score Reporting and League Standings.

11.1. Both managers shall report the game score(s), by email on the same day as games played, but not later than 24 hours later, in the manner prescribed by the MCSSA league commissioner.

11.2. League standings shall be determined, at the league's discretion, by won-lost percentage or standings points. Standings points, if used, shall be awarded as follows: win, 2 points; tie, 1 point; forfeit, -1 point. For pre-announced forfeits, there will be no subtraction of points. If weather cancels a forfeit, the forfeit is nullified.

11.3. A tie in league standings shall be broken using the following criteria: a. Head-to-head record. b. Division record. c. Head-to-head run differential. d. Fewer runs allowed in division games. e. Fewer runs allowed in all games.

12. Disciplinary Action.

12.1. RESPONSIBILITY. Team managers shall bear responsibility for the conduct of their team and spectators.

12.2. EJECTION. A player, manager or coach ejected from a game shall be suspended for the remainder of that game and the team's next game. MCRD shall have the power to discipline further any individual ejected more than once during a season.

12.3. TECHNICAL OUT. As a sanction against those teams or individuals whose behavior is unacceptable, but the umpire judges that ejection is too severe a penalty, the umpire may invoke a technical out against the offending team.

12.3.1. Offense: If the team at bat is guilty of unsportsmanlike conduct, the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the batter and base runners being unaffected; an additional out is simply added to the team's total. If the technical out is the third of the inning, the next inning will resume with the batter who would have batted had the out not been called. In this case the batter will begin with a fresh count.

12.3.2. Defense: If the team in the field is guilty of unsportsmanlike conduct, the umpire may invoke the technical out rule by reducing by one the number of outs that the defense will have when they come to bat.

12.3.3. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.

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Appendix A : Morning Leagues

1. See individual league's bat rules.
2. There shall be no home run limit.
3. OUTFIELD ARC. An arc shall be marked in the outfield 140 feet from the rear point of home plate.
4. A team with 8, 9 or 10 players may borrow up to two players from the opposing team for defensive play, up to the maximum number of defensive players. Such players shall be chosen by the lending team and shall not play defensive positions other than catcher and right fielder. Players thus loaned shall remain on the lending team's roster for other defensive play and for batting.
5. DEFENSIVE PLAYERS. A team with 9 defensive players shall be considered to have 3 outfielders; with 10 (including a retriever) or 11, 4 outfielders; with 12, 5 outfielders.
6. Outfielders shall remain in position beyond the outfield arc until the ball is hit.
7. Any roster player present shall be entitled to play a defensive position at least half of the number of innings played on that day. All players present shall be entitled to be in the batting lineup.
8. CONTINUOUS BATTING. Continuous batting shall be required, that is, the batting order shall remain the same for the second game of a doubleheader, and shall begin with the player following the last person to bat in the first game. Players arriving after the beginning of the first game of a doubleheader shall be placed at the end of the current batting order. This rule shall apply both to ordinary doubleheaders and to those in which a team faces two different opponents on the same day.

Exception: This rule only applies to the regular season. It does not apply during the playoffs.
9. A corollary of continuous batting is that no pinch hitting shall be permitted at any time.
10. See individual league rules for time limit for morning league games; however, teams are expected to complete the second game by 12:00 noon to allow for field maintenance. But this is not an absolute requirement.
11. If the score is tied after seven innings have been played, the batter who batted last in the previous inning shall be awarded second base to start each extra inning. (The player awarded second base may be replaced with a courtesy runner at any time.) At the beginning of extra innings, managers shall agree on the maximum number of extra innings that will be played, allowing for the start of the second game or for field maintenance. If managers cannot agree, one extra inning shall be played.

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12. FIVE-RUN LIMIT. Three outs or five (5) runs, whichever occurs first, shall end an inning. The 5-run limit shall not apply to the final scheduled inning. Nor shall the 5-run limit apply to the fifth or sixth inning of a game when one team is leading by five more than the number of runs required to win by the MERCY RULE.
13. No batter-runner shall be put out when advancing (not returning) to first base if the ball, not previously touched by a defensive player, touches the grass beyond the infield.
14. Courtesy runners from home plate shall be permitted, but shall not advance beyond first base on a batted ball other than according to a ruling by the umpire: ground rule double, fair ball thrown out of play, three-base award, home run over the fence or four-base award.
15. Games shall be umpired, in descending order of preference, by (1) MCSSA-certified umpires not on either team's roster; (2) players from a team with a scheduled bye; (3) other MCSSA members not currently playing on either team; (4) spectators; or (5) players from the team at bat. Further, in cases (2), (3), (4) and (5), all such persons shall serve as umpire only upon agreement by both managers.
16. The 1-point forfeit penalty shall be nullified if the forfeiting team's manager reports the forfeit(s) to the Commissioner at least 48 hours in advance of the game time.
17. A batter using an illegal bat shall be called out either at the umpire's initiative or upon appeal by the defensive team.

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Appendix B: Monday Morning Co-Rec League (Super Senior)

1. In order for a game to begin teams must have at least 9 players who are present and willing to play. Teams with less than the mandatory minimum of 9 players will forfeit the game to the opponent. However in the event that during the game a team finds itself with less than 9 players, it will borrow a catcher from the opponent for defensive purposes only. . This is mandatory.
2. An inning will consist of three outs or five runs, whichever occurs first.
3. All players in the line-up must bat.
4. During the last full inning both teams will have unlimited scoring.
5. Each batter will begin with a 1 ball and 1 strike count and be allowed one courtesy foul ball.
6. The run-by rule applies only at first base. Runners who overrun second or third are subject to be tagged out.
7. If assigned umpires are not present, the team at bat will provide an umpire.
8. All games are scheduled for seven innings. A game can be considered to be official after 5 innings. In the event that the second game is not official by 12:00 noon, it will be extended for another two innings or until five innings have been completed.
9. The mercy rule will be implemented when trailing team is 12 or more runs behind at the end of the fifth inning.
10. Regardless of the score, with the approval of both managers, umpires may allow the trailing team to bat twice in the sixth or seventh inning to shorten the game. In such cases, the team that is ahead does not forfeit their times at bat should the game get close.
11. At the end of the first game, the batting order for both teams will begin with the player who follows the batter who has the last at-bat in the first game.
12. All rained-out games will be rescheduled for a later date.
13. The team standings will be determined by a point system with 2 points awarded or a win and 1 point for a tie.
14. There will be no payoffs at the end of the season.
15. The pitching arc is set between 6 and 12 feet.
16. There is no rule or policy requiring a minimum number of female players at any time.

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17. The use of senior bats (exceeding) (1.20bpf), such as the Miken Ultra II is prohibited. All composite barrels can be used; however, all multi-wall bats are still prohibited.

a. All altered bats (inscription-erased or altered) are prohibited. Anyone 80 years and over may use an ASA or any (1.20bpf) composite bat. Under 80 years, would only be allowed to use the ASA-stamped (1.20bpf) single wall alloy bat.

b. In the event, that the umpired discovers (or is informed) that a player who is under 80 years of age uses an illegal bat, the following rules are to be implemented:

i. If the batter gets a hit and runners advance, the batter returns to the batter's box with a count of one ball and one strike, and if the runners have advanced, they will return to their previous bases.

ii. If the batter makes an out, that out remains as will any other runners that may have been called out during that individual's time at bat.

iii. If the batter draws a walk, he or she will return to the batter's box and have the same ball and strike count. And any runners who may have advanced as a result of the walk, will return to their previous base(s).

18. Players cannot^[1] be thrown out at first base from the outfield.

19. With the exception of home plate, sliding is permitted at all bases.

20. A courtesy runner may replace another player at any time without penalty.

21. If a batter uses a courtesy runner from home plate and the ball is hit onto the outfield, the runner cannot advance beyond first base. However, if the batter hits a ground ball anywhere in the infield, after reaching first base the courtesy runner may attempt to go to second base at the risk of being thrown out.

22. The same player can serve as a courtesy runner only once per inning.

23. Each player is entitled to play half of the defensive innings of each game.

24. Although it is neither a rule nor policy, in the interest of safety pitchers are encouraged to consider using protective gear such as shin guards and/or face masks to prevent the possibility of injury resulting from sharply hit line drives.

25. Before each game managers must exchange the names of players who will need courtesy
8.2 should now read: The pitcher's screen must be placed so that one edge of the screen's box is in the middle of the rubber (12 inches) and is no less than three feet and no more

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than six feet in front of the rubber. The screen will be located on either the pitcher's throwing hand or non-throwing hand side. The rationale for the change is a result of pitchers utilizing the screen as an extra defensive player rather than the purpose for which the rule was intended; that being to protect the pitcher from potential injury in addition to protecting MCSSA from a risk management issue. based on injury or other health related issues. The use of courtesy runners for the purpose of enhancing a team's base running is prohibited!!

Note: in case of a tie and extra innings are needed, to begin the extra inning the last batter at bat or the courtesy runner for that batter will go to second base

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Appendix C: Tuesday-Thursday Morning Men's 60+ League (Ross Emerson)

ROSS EMERSON LEAGUE

OFFICIAL RULES 2018

As the Ross Emerson League maintains special rules to accommodate their participants, which may not be in compliance with ASA or USSSA rules, the following sections are to be considered as amendments to those rules. If a conflict exists, the below listed rules will take precedence over any other slow pitch softball governing body rules.

Section 1 INFIELD PRACTICE

1.1 Infield

practice between innings will be in effect for the entire game as Ross Emerson has participation requirements for all players. Managers are constantly changing positions of players and substituting players in order to meet league requirement that each player must be given the opportunity to play seven innings.

1.2 If the pitcher has completed his warmup pitches and the batter is in the batters' box the umpire will begin play. If the infield ball is not immediately thrown from the field a warning will be given by the umpire. The warning will serve as a warning to both teams. Any additional delay by either team will result in a ball awarded to the batter's pitch count or a strike to the batter's pitch count resting on which team was responsible for the delay.

Section 2 FIELD MARKINGS

2.1 The outfield line will be a line 155 feet from homeplate. This line is to assist the umpire in managing the restriction on outfielders who must wait until a pitched ball is hit before penetrating that line. A single umpire cannot be expected to supervise and enforce outfield positioning as well as activity involving the pitcher and batter. In 2016 their continued to be numerous complaints regarding the violation of the outfield line. For 2018 the line will be extended 5 additional feet.

2.2 A runner from home plate must have both feet behind the marked line until the pitched ball is struck by the batter or crosses homeplate.

2.3 The batter who has a substitute runner from homeplate must make PENALTY: (2.3)

If, in the umpires sole discretion, the batter causes confusion with the substitute runner from homeplate, the substitute runner will be called out

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Section 3 SUBSTITUTE RUNNERS

3.1 A team may employ a substitute base runner at any time, so long as said substitute has not previously served in that capacity in the same inning. PENALTY: If the substitute runner had previously run in the same inning, the substitute is declared out as soon as he replaces the baserunner by stepping on the base or when the batter steps into the batter's box and the substitute runner obtains a position behind the marked line.

3.2 A substitute runner from homeplate may advance an additional base if a batted ball is fielded by an outfielder and there is a subsequent play at homeplate or the ball is caused to go out of play as a result of a throw by an outfielder or a relay throw by an infielder.

3.3 If the game proceeds to an extra inning, the designated runner from second base in the first extra inning will be the last recorded out from the previous inning. The same rule applies if there is second and final extra inning. The designated runner from third base will be the last recorded out from the first extra inning.

Section 4 UNSPORTING BEHAVIOR

4.1 A player using profanity or displaying unsporting behavior can be immediately ejected and suspended from the very next game. This rule will be strictly enforced. Although a warning is preferred, it is not required. Severity of the conduct will dictate. Umpires absolute discretion applies.

Section 5 SCORING

5.1 The MERCY RULE shall be in effect if a team is 12 or more runs behind after batting in the fifth inning.

5.2. If time permits and the game is tied after 7 completed innings, an extra inning will be played with the extra inning beginning with a runner on second base. If the game remains tied after one extra inning, a "one pitch" rule will be used for an additional inning with a runner on third base. If the score remains tied after the above, each team will be awarded one point for a tie.

SECTION 6 FIELDING A TEAM

6.1 Each team must play with 5 infielders and 4 outfielders. If an infielder, while playing an outfield position, (begins with one or both feet on the outfield grass) catches the ball in the air, the ball becomes dead, the batter is awarded first base, baserunners will advance one base. This rule should not be confused with an infielder playing their position, and then going into the

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outfield to catch a ball hit in the air.

6.2 If a team has 9 players, the opponent must provide a catcher who serves as a retriever only and will not be involved in any play at home plate.

6.3 If a team fields 8 players only, the opponent must provide two players; a right fielder and a catcher. The provided players may not play any other positions. The provided catcher serves as a retriever only and will not be involved in any play at home plate.

6.4 The opponent of the team fielding 8 players, however, will receive one run for each bench player who bats in their line-up. (the 12th batter to the final batter in the order.)

6-5 To accommodate late arrivals, this process will be administered after one completed inning. A team fielding 9 players can avoid the opponent receiving runs by not requesting a catcher.

6.6 A team fielding 10 players has no entitlement to players provided by opponent. The opponent will receive no additional runs.

CASEBOOK PLAY 1. TEAM "A" HAS 8 PLAYERS BATTING, TEAM "B" HAS 15 PLAYERS BATTING. TEAM "B" WILL BE AWARDED 4 RUNS TO BEGIN THE GAME.

CASEBOOK PLAY 2. TEAM "A" HAS 11 PLAYERS, TEAM "B" HAS 15 PLAYERS. TEAM B WOULD RECEIVE NO RUNS AS TEAM "A" BATS A ROSTERED PLAYER FOR EACH FIELDING POSITION.

CASEBOOK PLAY 3. TEAM "A" HAS 9 OR 10 PLAYERS AND DOES NOT REQUEST ADDITIONAL PLAYER(S) FROM TEAM "B". TEAM "B" WILL BE AWARDED NO RUNS AS TEAM "A" CHOOSES TO PLAY SHORT HANDED.

CASEBOOK PLAY 4. TEAM "A" HAS 8 PLAYERS ONLY. TEAM A MUST ACCEPT 2 ADDITIONAL PLAYERS FROM TEAM "B" AND PROVIDE RUNS AS IN CASEBOOK PLAY 1 OR THE GAME WILL RESULT IN A FORFEIT.

SECTION 7 - BATS

7.1 All players who will not reach their 75th birthday in 2018 may use any bat marked 1.20 with a visible ASA or USSSA seal, with the exception of senior bats and the Miken Ultra II.

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- 1.2. A player 75 years of age or older is permitted to use any bat approved by ASA or USSSA. Senior bats are permitted. Each roster will be highlighted with players who are 75 years of age or who will reach their 75th birthday in Calendar year 2018.
- 1.3. If a senior bat is used by an ineligible player, the opposing manager will bring it to the attention of the umpire, who will impose the same penalty as would be imposed for use of any illegal bat under ASA or USSSA rules. All violations of this provision should be brought to the attention of the commissioner by the manager requesting enforcement.
PENALTY: A second violation by the same team will result in the manager of that team to be suspended for two games.

SECTION 8 PITCHER'S SCREEN

The screen was introduced to reduce the risk of injury to our players. Although there has been isolated objections, Ross Emerson is resolute in its adherence to its application. The rules governing the placement and usage of the screen by the pitcher will be strictly enforced.

*****Failure to strictly follow pitching guidelines and procedures will result in barring player from pitching in the Ross Emerson League. Once it is necessary to exclude player from pitching during any game, any further violation results in said player's suspension from pitching for the remainder of the 2018 season. THIS IS A LIABILITY ISSUE***

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8.1 The use of pitcher's screen is mandatory for all games.

8.2 The pitcher's screen must be placed so that one edge of the screen's box is in the middle of the rubber (12 inches) and is no less than three feet and no more than six feet in front of the rubber. The screen will be located on either the pitcher's throwing hand or non-throwing hand side. The rationale for the change is a result of pitchers utilizing the screen as an extra defensive player rather than the purpose for which the rule was intended; that being to protect the pitcher from potential injury in addition to protecting MCSSA from a risk management issue.
[2]

8.3 A thrown ball that hits the pitching screen is in play.

8.4 If a batted ball hits the pitching screen, it is considered a "FOUL BALL," and the ball immediately becomes dead. With a count of two strikes and a batted ball striking the screen, the "one to give" is satisfied. An additional batted ball striking the screen results in a strikeout. There are no "courtesy pitches" when the ball strikes the screen.

8.5 The pitching lane is defined as two imaginary parallel lines 24 inches apart, (the length of the pitching rubber), that runs from second base to home plate.

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8.6 The pitcher may begin the release of the pitch within the pitching lane but must not be more than 6 feet behind the rubber.

8.7 To deliver a pitch, the position of the pivot foot must remain within the pitching lane, and must be behind or on the rubber when the pitch leaves the pitcher's hand. A forward, backward, or side step may be taken with other foot, providing the step is simultaneous with the release of the ball.

CASEBOOK PLAY 1:

Player A-1 begins the at bat with a 1-1 count. After reaching a 3 and 1 count, A-1 hits a foul ball, creating a full count. Umpire indicates batter has one to give. The batter hits the screen with the next pitch, which causes the batter to exhaust his "one to give." With the next pitch, the batter strikes the screen with the batted ball. The pitcher is credited with a "strike out

PENALTIES:

RULE 1.2 It will be the sole responsibility of fielding team to place the screen appropriately. Any illegal movement or placement of the screen results in a base hit for the batter, with baserunners advancing one base. The umpire shall have sole responsibility for rule enforcement.

POINTS OF EMPHASIS

*OUR GOAL IS TO COMPLETE 2 SEVEN INNING GAMES THIS SPRING. THE COOPERATION OF THE MANAGERS AND EACH PLAYER IS GREATLY APPRECIATED IN REACHING THIS OBJECTIVE. RULES MODIFICATIONS ARE ADDED TO MAKE OUR GAMES MORE ENJOYABLE AND RELEVANT FOR **EVERYONE**.*

1. ONE INNING ONLY MAY BEGIN AFTER 12:00 NOON.
2. Team winning 1st game of the doubleheader is responsible for submitting scores to the Commissioner, by 5pm on game day. Email: ploube@gmail.com (301)990-1635
3. EACH PLAYER SHOULD KNOW WHERE HIS GLOVE IS WHEN RETURNING TO THE FIELD. ANY DELAY FOR A MISLAID GLOVE IS UNACCEPTABLE.
4. EACH PLAYER MUST KNOW THEIR PLACE IN THE BATTING ORDER, HAVE THEIR BAT IN HAND, BATTING GLOVES ON AND READY TO BAT.
5. AT THE COMPLETION OF THE FIRST GAME, AND BEFORE PLAYERS LEAVE THE CONFINES OF THE PLAYING AREA, THE MANAGERS WILL AGREE ON THE TIME

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THE SECOND GAME WILL BEGIN AND ADVISE THE UMPIRE OF SAME (NO GREATER THAN 10 MINUTES.) THE UMPIRE WILL ANNOUNCE THAT THE HOME TEAM MUST TAKE THE FIELD IN **TEN** MINUTES. IT IS RECOMMENDED THAT THE HOME TEAM FOR THE SECOND GAME GET PRIORITY AT THE REST ROOM FACILITIES.

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APPENDIX D. MCSSA Wednesday AM Senior Co-rec League

2018 Rules

1. General.

Rules herein shall be modifications to, and supersede, the softball rules of the Montgomery County Senior Sports Association.

2. League Structure and Schedule.

2.1. The League managers shall determine the total number of games and the number of inter- and intra-division games, if applicable, to be played by each team.

2.2. The Commissioner shall (a) determine the number of divisions and their membership, if applicable; (b) establish regular season and playoff schedules; and (c) reschedule postponed games.

2.3. For 2018, there shall be no divisions; rather, each game shall begin with a handicap according to the following schedule:

Athletic House	0 runs
PJ's Sports	4 runs
Senior Moments	7 runs
HSFCU Hawks	7 runs
CoStars	8 runs
Eagles	12 runs

(Example: Senior Moments receives **three** runs per game vs. PJ's Sports and gives **five** runs to the Eagles.)

3. Eligibility and Rosters.

3.1. The minimum playing age shall be 60 for men and 40 for women.

3.2. Each team roster shall include a minimum of 2 women.

3.3. Teams shall submit all roster changes to the Commissioner. No player shall be eligible to play until his/her name has been so submitted.

4. The Game.

4.1. Each team shall place at least one woman in its batting order and defensive alignment. A team playing with no women shall (a) take an automatic out in the last position of the batting order (or, if the woman begins the game but does not complete it, her batting position); and (b) play with no more than 10 defensive players. This defensive penalty shall also apply to any period during which a team having one or more women present elects not to include any women in its defensive alignment.

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4.2. Players shall be entitled to a courtesy runner upon declaration by their manager to the opposing manager prior to the start of play, or due to injury or other cause occurring during the game.

4.2.1. No player may become a courtesy runner more than once per inning.

4.2.2. No player declared as needing a courtesy runner, or who has used a courtesy runner, shall him/herself serve as a courtesy runner.

4.3. Infielders shall be permitted to play, in addition to the infield, anywhere in the outfield without restriction.

4.4. Men whose playing age is 75 or more, and all women, shall be allowed to use multi-wall and composite (MW/C) bats (a) not listed as illegal by Montgomery County Recreation Department (MCRD); (b) not designated as “Senior” bats; and (c) which bear a league-approved emblem indicating the bat as MW/C.

4.4.1. Any person—player, coach, umpire, spectator—may call attention to an illegal bat infraction. An illegal bat infraction occurs when a batter enters the batter’s box with

(a) An MW/C bat without the prescribed emblem, regardless of the batter’s age or sex

(b) Any bat on the MCRD list of prohibited bats

(c) Any “Senior” bat

(d) An MW/C bat, and the batter is a male whose playing age is less than 75

4.4.2. Penalties for an illegal bat infraction shall be

(a) for the first infraction in a game, the opposing manager may choose either a dead-ball out or the result of the at-bat using the illegal bat; and

(b) for the second infraction in a game, the penalty in (a) plus ejection.

4.4.3. An illegal bat infraction may be enforced from the time

(a) the batter enters the batter’s box until the time the next batter enters the batter’s box or

(b) if the at-bat using the illegal bat ends the inning, before all the infielders have left the field.

4.5. Games shall not be subject to a time limit. If the umpire, for contractual or other reason, opts to depart before a game is completed, the game shall continue with team members or spectators serving as umpire with the consent of both managers.

4.6. Mercy rule and inning inversion

4.6.1. The game shall end if a team trailing by 12 or more runs has batted in the 5th or 6th inning.

4.6.1.1. When a team trails by 17 or more runs after the 4th inning,

4.6.1.1.1. The 5-run-per-inning limit shall be canceled for the remainder of the game.

4.6.1.1.2. The trailing team shall bat first for the remainder of the game.

4.6.2. A team trailing by seven (7) or more runs after the 6th inning shall bat first for the remainder of the game.

4.7. Postponement, e.g., due to weather, of forfeited games shall nullify the forfeit, and such games shall be rescheduled as if the forfeit had not occurred.

4.8. A pitchers’ screen shall be mandatory during batting practice and games. Rules for

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placement of the screen and the pitcher's positioning shall follow those established for the Ross Emerson League.

4.8.1. A batted ball, untouched by a defensive player, that touches the screen shall count as a foul ball.

4.8.1.1. Any other live ball that touches the screen shall remain live and in play.

5. Communication and Standings.

5.1. Each team manager shall designate one or more team members to communicate with the Commissioner via e-mail. However, managers shall remain responsible for such communication.

5.2. The team winning the second game of a doubleheader shall report game scores to the Commissioner within 48 hours. Teams facing different opponents on the same day shall report both scores, win or lose.

5.3 The Commissioner shall e-mail weekly results and standings to team communicators.

6. Winners' Awards.

6.1. There shall be no winner's awards for 2018.

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Appendix E: Monday Evening Women's League

1. In the women's league there shall be no home run limit.
2. Team rosters shall be limited to 24 players at any time.
3. A team with more than 11 players available shall lend, to an opponent with fewer than 9 players available, enough players to prevent a forfeit. As players from the short-handed team arrive, borrowed players shall return to their original team. Because of liability issues, the borrowing team may not borrow players from any team other than the opposing team.
4. **STARTING TIME.** A team with fewer than 9 players, at the scheduled time of the start of the first game on a given field shall be permitted a 10-minute grace period. The game shall begin as soon as a 9th player arrives. The game time limit shall be calculated from the scheduled starting time. Managers and the umpire may agree to start prior to the scheduled time.
5. **NEW INNING.** New inning starts after the 3rd out.
6. Umpires will start the game time clock no later than five minutes after the end of the first game.
7. Unlimited courtesy running is permitted, once a runner reaches first base. Courtesy runners from home plate may be used, by agreement of the managers prior to the start of the game, only for specific batters who have injuries.

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Appendix F: 50+ Tuesday Night Softball

1. New Inning –. “the new inning begins when the third out occurs”
2. The first inning started AFTER the 52-minute time point will be last and unlimited run inning.
3. Mercy rule remains 15 runs after 5 innings. If the visiting team is up by 10 runs or more going into the unlimited inning, that last at-bat is waived and the home team bats again. If, and only if, the home team catches up or goes ahead in runs would the visiting team then get their last three outs.
4. New Catcher Rule – If a team only has 8 or 9 players, the other team can be asked to supply a catcher on an inning-by -inning basis. As opposed to the previous Retriever rule, the catcher will participate in defense plays for the opposing team. The opposing team reserves the right to ask a supplied catcher to step aside on any particular play.
5. Home Run Rule – 3 maximum per team. A vs A league match-up will be 5 per team. No “one +” provision. Over the fence home runs beyond the maximum will be a walk.
6. Use of courtesy runners is restricted to replacing runners who have reached base safely and shall be at the manager's discretion. Courtesy runners can only be changed before the first pitch to the next batter.
7. For 6:00 PM games, the clock starts at 6:00 PM, even with the 10-minute grace period.
8. Games can end in a tie after 7 innings.

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Appendix G: 55+ Thursday

1. **HANDICAPS.** When a lower division plays a higher division team, they receive a handicap in the first game. If the lower division team wins the game, they lose the handicap for the second game. If the lower division team loses the first game, they maintain the handicap. The handicap is the choice of 5 runs (1 per inning), OR an extra fielder.

2. The distance between bases shall be 70 feet, except for games played at Olney Manor, where currently the bases are 65 feet apart.

3. **RUNNERS** shall only replace runners who have reached base safely.

3.1. A runner reaching first base cannot be run for if a pitch has been thrown to the next batter until that batter's at bat is finished.

3.2. If a batter walks and is going to have a runner, the batter does not have to touch first base.

4. **MERCY RULE.** The game shall end if a team leads by 20 or more runs at the end of the 4th inning, or by 15 or more runs after the 5th or 6th inning.

4.1. In handicapped games, all **HANDICAP** runs (see rule 1.2) shall be counted in the run differential.

5. A team trailing by 10 or more runs entering the final inning (whether or not the 7th inning) shall bat first in the final inning.

6. **TIME LIMIT** Last and unlimited inning is the one that starts after 55 minutes. For 6:00 PM games, the game clock shall start at 6:00 PM, irrespective of the 10-minute grace period. **NO MATTER IF THERE IS NO UMPIRE OR ANYTHING** that delays the start.

7. **HOME RUN RULES** When a home run is hit over the fence, the batter and any runners on base shall score without having to advance to the next base.

7.1 5 home runs then out.

7.2. When a higher division team plays a lower division team, the lower division team has Home Runs and the higher division team has 3. When the limit is reached, balls over the fence are outs. No one up!!

8. Division standings shall be determined by (a) division points, (b) head-to-head record, and (3) overall points.

8.1 Two standings points shall be awarded to the winner of each game. Games ending in a tie score shall be recorded as tied games, with one standings point awarded to each team.

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8.2. Standings and points shall be recorded separately for overall and division-only games.

9. PLAYOFFS. Higher-seeded team shall be home team in each game, except for the "if" game, when home team will be decided by coin toss. For two-team divisions, higher seed shall be home team first game, lower seed shall be home team second game, coin toss shall determine home team for "if" game.

9.1. Blue and Gold shall receive their regular season handicaps until they win a game, whereupon the handicap shall be removed for the duration of the Division C playoff.

10. RETRIEVER RULE. If a team only has 8 or 9 players to start the game, a full defensive player will be provided by the other team. This player will play as if he were on the team he is catching for. The catcher should be the last batted out of the previous inning. While players are not required to catch, using the last batted out aides in having less switching of catchers in the middle of an inning.

11. RUN RULE. 20 after 4; 15 after 5. Flip Flop when team trails by 10.

12. BAT RULE. Montgomery Country bat list. ABSOLUTELY no senior bats (bpf of 1.21)

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Appendix H: Wednesday Evening Men's 60+ League

1. DEFENSIVE PLAYERS. The maximum number of defensive players at any time shall be 11.
2. Each team may identify two players per game who are permitted to use a courtesy runner from home. Except for the case where an injury occurs during the game, both players must be identified before the game starts.
3. The distance between bases shall be 70 feet.
4. Run Spot for 2018: The 2 A teams will spot the 3 B teams 5 runs per game. If the B team wins the first game, the second game will be played straight up.

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Appendix I: Friday Evening Men's 50+ Draft League (Dave Hyder)

1. There shall be no home run limit.
2. The Friday Draft League commissioner may add bats to, as well as remove bats from, the illegal bat list.
 - 2.1 Players age 64 and under are restricted to those bats rated less than 100mph.
 - 2.2 Players ages 65-69 and not considered an "A" player may use senior bats except ULTRA II.
 - 2.3 Players 70+ may use senior bats including the ULTRA II.
3. A batter using an illegal bat shall be called out either at the umpire's initiative or upon appeal by the defensive team.
4. Continuous batting shall be required, that is, the batting order shall remain the same for the second game of a doubleheader, and shall begin with the player following the last person to bat in the first game. Players arriving after the beginning of the first game of a doubleheader shall be placed at the end of the current batting order.
5. Each team may identify one player per game who is permitted to use a courtesy runner from home.
6. Protests may be submitted to the MCSSA President who will appoint a committee to adjudicate the protest.
7. The distance between bases shall be 70 feet.

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Appendix J: ASA Non-Approved Bats for Evening Team Leagues

2016 Softball Bat Modification

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MCSSA Softball Rules Committee